

# **Changing Minds Interactive Environment and Experience Media Production (UFCFKL-30-2)**

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## **Ideation Work:**

The Main Idea of this is to create a narrative-driven Unity game design to highlight the impact and consequences of fake news. Player can navigate through a room triggering objects like TV will show real-life consequences of misinformation and its impact on society.

## **Mechanics:**

The player in a third-person perspective, exploring the room. Players can approach the TV objects around the room, and it will activate a display depicting the impact of the fake news.

For example, interacting with a certain TV will display how the US 2016 election was a good example of widespread of fake news stories on social media platforms that it influences public opinion.

## **Learning Objectives:**

Educate players about the nature and impact of fake news.  
Encourage critical thinking and verification of misinformation.

## Unity Assets Inventory and Media References

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## **Evaluation and Reflection:**

Overall, for this project I have achieved what I wanted. But I feel like I could have done better specially on making more of my asset. Because I relied too much on Unity free assets so this quite my flexibility on the things I really wanted to do. At first, I wanted to do is to overlay video on tv screens and it will trigger, and it will show examples of fake news and how it impacts our society. I found that really challenging because especially with my own 3D asset where the screen is quite curvy, and I cannot overlay the video properly. However, this is what I wanted to try in the future if I can recreate this type of assignments. Because of this I made the decision to instead of a video I'll just trigger a pop-up UI when they trigger the TV. This is less complicated however it doesn't satisfy me with the result, but I realise I am taking too much time on actually working on the video side, so I have to resort to the pop UI mechanic instead it has button, image, and a TextMeshPro. I found the coding part fun but I haven't really used nodes for this at all which I wanted to next time to try.

I really struggled with 3D I was not my strongest thing and I really wanted to keep on working on it. I want to have a different approach in the future when it comes to 3D project. I have to work more on my 3D skills and ideation.

